

Random Encounters

Part of the Pack - Miskeine, Clevadoran's Cohort

By Robert Wies



Miskeine, Clevadoran's Cohort

Like many of the creatures in Clevadoran's service, Miskeine was a stray. A little too civilized for her tribe, she tried to bring them some of the advances that civilization has to offer over the primitive life. She was put out of the tribe for her efforts. Wandering the forest, she ran afoul of some trolls and would have ended as troll supper had not Clevadoran come to her aid. After the rescue, they talked, and Miskeine decided to join Clevadoran's pack. She also found herself vaguely attracted to the rugged wolflord. Clevadoran, for his part, was happy to welcome her into the pack. Her abilities can make his dream a reality, and he looks forward to the day when he can begin the great work. For now, she must research new magic to transform beings completely into wolves rather than just into the forms of wolves.



Miskeine is just under 5 feet tall and of average build for an elf. With her dark brown skin and almost blond hair, she has an exotic look about her. She dresses plainly in furs and skins, and she loves the wild. She is very happy as Clevadoran's cohort and willingly uses her abilities to further his plans. Though she does not identify as strongly with wolves herself, she has come to see that packs are a superior social organization and falls in with the wolf theme easily enough. Her familiar, a quasit, spends most of its time in wolf form, and she is trying to bend it away from the strongly evil nature that it had when it first came to her. So far, she is not succeeding very well. The quasit causes mischief on a regular basis.

Miskeine: Female wild elf Sor 9; CR 9; Medium-size humanoid (elf); HD 9d4; hp 27; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Atk +4 melee (1d6, quarterstaff), or +7 ranged (1d8/19-20, light crossbow); SQ elf traits, familiar benefits, quasit familiar; AL CN; SV Fort +3, Ref +6, Will +7; Str 11, Dex 17, Con 11, Int 14, Wis 12, Cha 19.

Skills and Feats: Alchemy +12, Concentration +9, Craft (any) +11, Heal +3, Listen +6, Profession (herbalist) +10, Search +4, Spellcraft +11, Spot +5; Alertness, Brew Potion, Greater Spell Focus (Transmutation)*, Improved Familiar*, Spell Focus (Transmutation).

Quasit Familiar: Miskeine has a quasit familiar (see below).

Elf Traits: Miskeine is immune to magic *sleep* spells and effects. She has a +2 racial bonus on saves against enchantment spells or effects. Miskeine also has low-light vision (can see twice as far as a human in low-light conditions) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. She has Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats. She also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Familiar Benefits: Miskeine's quasit familiar grants her the Alertness feat when within arm's reach (included above). In addition, it provides the following benefits:

Empathic Link (Su): Miskeine can communicate telepathically with her familiar at a distance of up to one mile. She has the same connection to an item or a place that the familiar does.

Share Spells: Miskeine can have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her familiar.

Touch: Miskeine's familiar can deliver touch spells for her.

Sorcerer Spells Known (6/7/7/7/5; save DC 14 + spell level, or 18 + spell level for Transmutation spells): 0 -- *daze, detect magic, disrupt undead, light, mage hand, prestidigitation, ray of frost, read magic*; 1st -- *burning hands, charm person, expeditious retreat, magic missile, shield*; 2nd -- *alter self, blindness/deafness, ghoul touch, protection from arrows*; 3rd -- *displacement, fly, haste*; 4th -- *minor globe of invulnerability, polymorph other*.

Possessions: *Ring of chameleon power*.

Miskeine's Familiar: Quasit familiar; CR --; Tiny outsider (chaotic, evil); HD 3d8 (effective 9d8); hp 13; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 23, touch 15, flat-footed 20; Atk +9 melee (1d3-1, 2 claws) and +4 melee (1d4-1, bite); Face/Reach 2.5 ft. by 2.5 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/silver, familiar

abilities, immunities, outsider traits, regeneration 2, SR 5; AL CE; SV Fort +3, Ref +6, Will +7; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +14, Listen +6, Move Silently +6, Search +4, Spellcraft +4, Spot +6; Weapon Finesse (bite), Weapon Finesse (claw).

Poison (Ex): Miskeine's quasit familiar delivers its poison (Fort save DC 11) with each successful claw attack. The initial damage is 1d4 points of Dexterity damage; the secondary damage is 2d4 points of temporary Dexterity damage.

Spell-Like Abilities: At will -- *detect good*, *detect magic*, *invisibility* (self only); 1/day -- *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). Caster level 6th; save DC 10 + spell level.

Alternate Form (Su): Miskeine's familiar can assume other forms at will as a standard action. This ability functions as a *polymorph self* spell (caster level 12th), except that the familiar can assume only the forms of a wolf or a Small monstrous scorpion.

Familiar Abilities: Miskeine's quasit familiar has the following benefits.

Improved Evasion (Ex): If Miskeine's familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, it instead takes no damage on a successful save and half damage on a failed save.

Empathic Link: Miskeine's familiar has an empathic link with Miskeine to a distance of 1 mile.

Speak with Master: Miskeine and the quasit can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Outsider Traits: Miskeine's familiar has darkvision (60-foot range). It cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Regeneration (Ex): Miskeine's familiar takes normal damage from acid and from holy and blessed weapons. All other damage dealt to it is treated as subdual damage, which automatically heals at a rate of 2 points per round. Attack forms that don't deal hit point damage ignore regeneration, and the ability does not restore hit points lost from starvation, thirst, or suffocation. The quasit can regrow lost parts of its body and can reattach severed limbs and body parts. Severed parts that are not reattached wither and die normally.

*These feats came from [Tome and Blood](#).

Improved Familiar: Gain access to alternate familiars as per chart in *Tome and Blood*.

Greater Spell Focus: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Bringing the Parts Together

If the DM wants to have the parts of these Random Encounter articles tied together, introduce Clevadoran, Miskeine, or even the quasit into the campaign in such a way that one leads to another. For example, Clevadoran could be assisting a young child in town when the PCs come across them. The child explains that his mother is somewhere outside of town, but he isn't quite sure since their caravan was attacked by orcs (or some other local menace of challenge to the PCs). The other option is to have the PCs run afoul of the quasit in some humorous way. The path it creates leads directly to Miskeine and Clevadoran.

Coming in Part 3 of Part of the Pack

The wolves in the pack can be menacing.

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